

# **NO BUST 21st CENTURY BLACKJACK**

**01/19/2003**

**Copyright @ 2002. All rights reserved.**

**Any use of the game, rules, and/or trademarks without written authorization from 21st Century Gaming Concepts INC., is prohibited by law.**

**Patent Number 5,275,415, Patent Number 5,735,524, Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.**

## OBJECT OF THE GAME

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

## VALUE OF CARDS

A plural standard deck of cards with one Joker added per deck is used in the play of the game.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand.
- An Ace has a value of either **1** or **11**.
- Picture or face cards have a value of **10**.

# MORTIMER'S CARDROOM

GAME	WAGER LIMIT	COLLECTION RATE	JACKPOT
Texas Hold'em	1/2	\$3	0
	2/4	\$3	0
	3/6	\$3	0
	4/8	\$3	0
	6/12	\$4	0
	8/16	\$4	0
	9/18	\$4	0
	10/20	\$5	0
	15/30	\$5	0
	20/40	\$5	0
	40/80	\$5	0
	100/200	\$6	0
	200/400	\$6	0
	No Limit	\$3 (\$20 buy-in)	0
		\$4 (\$40 buy-in)	0
		\$5 (\$100 buy-in)	0
		\$6 (\$200 buy-in)	0

## TEXAS HOLD 'EM (\$6 game)

**\$2 Minimum - \$6 Maximum**

## Number of Players

UP TO 10 PLAYERS

BET:                   \$2 Minimum                   \$6 Maximum

FEE: \$2.50 per player every 20 minutes

## **TEXAS HOLD 'EM (\$12 game)**

**\$4 Minimum - \$12 Maximum**

Up to 5 Players

6 Players

7 Players or more

---

BET: \$4 to \$12

\$4 to \$12

\$4 to \$12

---

FEE: \$1 Drop per Hand, Rotating \$2 Drop \$3 Drop  
With Dealer Button; i.e. Dealer seat pays drop each hand.

---

## VALUES OF CARDS

A Plural standard deck of cards with one Joker is added per deck is used to play of the game

- Two Jokers dealt as the first two cards are the best possible hand and is also known as a "Natural 22".
- One joker dealt with nay other card regardless of values is the second best hand

All cards from 2-9 have their face value.

- An Ace has a value of either 1 or **11**.
- Picture or face cards have a value of **10**.

### Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

## RULES & STANDARDS FOR PLAYERS

The player receives two cards initially. All cards in the game are always dealt face up to all participants. All deals and draws start from the first player position to the right or clock-wise from the Player/Dealer position. After the players receive their first two cards, they may elect to receive additional cards to make their best hand. After all players have made and set their hands, then the Player/Dealer receives his/her second card. The chart provided below are the rules regarding what action a player may take when participating in the game:

Rules for Players		
Must Stand on	Must Hit on	Have Option on
		<u>12</u>
	<u>11 or Less</u>	<u>13</u>
<u>Soft &amp; Hard 20</u>		<u>14</u>
<u>Soft &amp; Hard 21</u>		<u>15</u>
<u>Natural 22</u>		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player /dealer will receive his/her second card.

- . Player/ dealer may draw as many cards as permitted.

<b>Rules for Player / Dealer</b>		
<b>Must Stand on</b>	<b>Must Hit on</b>	<b>Have Option on</b>
<b>HARD 17 AND ABOVE</b>	<b>SOFT 17 OR LESS</b>	<b>NONE</b>

## **RULES & STANDARDS FOR THE PLAYER/DEALER POSITION**

The Player/Dealer position occupies the "bank" position at the gaming table. The Player/Dealer places a set amount of money on the table and his/her hand plays against all the player's hands on the table. The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by a person for more than two consecutive hands. There must be an intervening Player/Dealer so that one person cannot continually occupy the Player/Dealer position within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-09. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code, relating to licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.



The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.

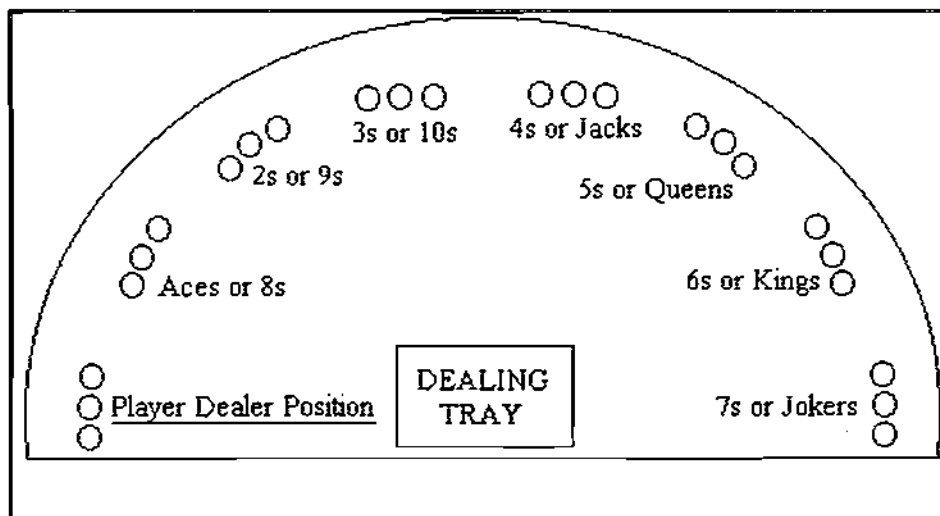
After all players have exercised their options in standing or drawing additional cards to make the best hand possible, the Player/Dealer receives their second card face up. Once that card is dealt, the casino dealer determines where the "action" button is placed based on the numerical value of the card. The Player/Dealer's hand is then played according to the chart provided below. A Player/Dealer has no options other than to hit on a Soft 17 or lower and stand on a Hard 17 or higher. All players' hands are compared against the Player/Dealer's to determine a winning or losing hand.

The house never participates as a Player/Dealer.

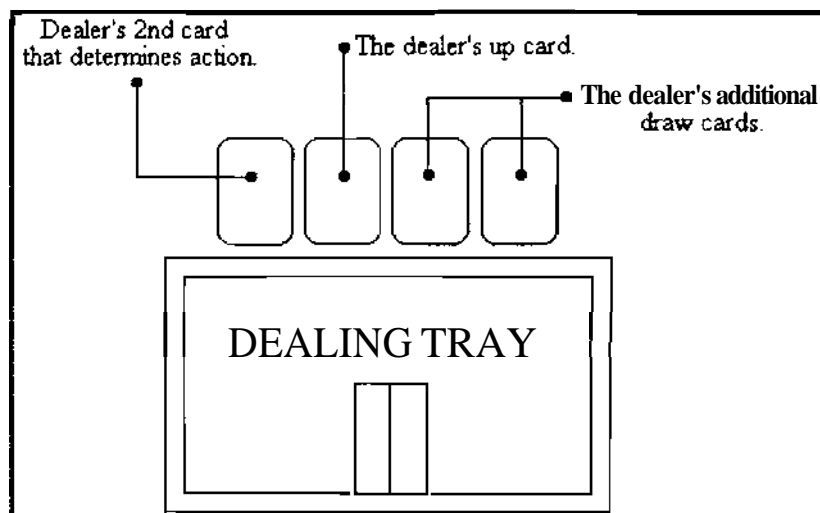
### **PLAYER DEALERS' HAND AND DRAW CARDS:**

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
  - d1) Must HIT on soft 17 or less.
  - d2) Must STAND on hard 17 or more.
  - d3) No options are given to the player dealers.



## GAME RULES

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22" the hand is a push or tie, and no action is taken on the wager.
2. The second best hand is a Joker (wild card) with any other card.
3. If a player's hand totals more than a "Natural 22" and the Player/Dealer's hand totals more than a "Natural 22" the Player/Dealer wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22" the player wins the hand.
5. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22" the hand closest to a "Natural 22" wins.
6. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
7. If a player's and the Player/Dealer's totals are more than a "Natural 22" the following will apply:
  - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
  - B) If the player is closer to a "Natural 22" the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
10. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.
11. Players with a non-Joker hand have the option to draw additional cards to make their best hand.

## **No Bust – 21st Century Blackjack**

12. A Joker with any card is a hard 21 and a player cannot draw an additional card.
13. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
14. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
15. Backline betting is allowed; subject to local ordinance or code.
16. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

### **DOUBLE-DOWN, SPLIT, SURRENDER & ODDS**

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.
2. Players can split any pair of two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as he/she desires per split card to make the best hand.
3. Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.
4. Players may double-down after a split if the value of the cards meets the requirements outlined in #1, above.
5. Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

## **No Bust – 21st Century Blackjack**

6. Players can surrender after their first two cards are dealt and half of the wager will be forfeited. Their play for that hand will cease.
7. Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.
8. Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.
9. All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

### **ROUND OF PLAY**

1. Players choose their spot on the table and place their wagers.
2. A Player/Dealer is identified by a "bank" button placed in front of their seat position. The Player/Dealer places money in front of him/her. This money will be used to pay any winners and the total will only be collected from the losers. The combination of both may not go over the total amount the Player/Dealer placed on the table.
3. After the wagers are made, the players and the Player/Dealer post a pre-determined collection fee in front of their wagers. The casino dealer then collects the collection fee and places them in a secured drop box affixed to the gaming table.
4. All wagering limits and collection fees are pre-determined and prominently displayed at each gaming table.
5. The casino dealer begins to deal cards one at a time, in a clock-wise fashion, starting at the first occupied position to the right of the Player/Dealer's seat position and the "bank" button. A single card is dealt to each player. The Player/Dealer receives their first card in turn but it is placed in front of the casino dealer instead of the actual Player/Dealer.

## **No Bust – 21st Century Blackjack**

6. The casino dealer then deals the second card to the players. The casino dealer does not deal a second card to the Player/Dealer. The casino dealer deals additional cards to the players as they request them. After all players are satisfied with their respective hands, the Player/Dealer is dealt their second card.
7. Once the Player/Dealer receives their second card, the casino dealer determines the numerical value of the card and determines where the "action" button is placed. This is accomplished by the casino dealer beginning his/her counting to the right of the Player/Dealer seat position and counting in a clock-wise manner until the number value of the card is reached.
8. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower.
9. Once the Player/Dealer's hand has been made, all winners and losers are determined when their cards are compared to the Player/Dealer's. Money is paid or collected on wagers starting at the seat position where the action button was placed and then continues in a clock-wise fashion. The Player/Dealer cannot win or lose (aggregate) more money than they originally placed on the table. If there is not enough money to pay all winning wagers, no refunds, free collection, or other action will be taken on those wagers.
10. After all wagers are settled; the cards are collected and discarded. The bank button is changed and after every two hands, and the Player/Dealer position is rotated in a clock-wise fashion around the table. If there is no person that intervenes on the Player/Dealer position, the game will be "broken."

## No Bust – 21st Century Blackjack

### OPTIONS & VARIATIONS

*Please note that the options and variations listed below are for the sole purpose of documentation and protection of variations of the game and are listed due to additional Patents pending application and review with the United States Trademark and Patent Office. These options and variations are not available for play within a licensed gambling establishment in California.*

- Option # 1    The Player/Dealer can win all pushes or ties on a Hard 17.
- Option #2    The Joker's value can be 2 or 12.
- Option #3    Multiple Jokers can be placed in each 52 card deck.
- Option #4    Two Aces can be considered a "Natural" and pays 2 to 1
- Option #5    All pushes or ties over a "Natural 22" are a push or tie.

# Collection Rates For No Bust Blackjack

---

<u>Player:</u>	<u>Collection:</u>
Limit \$5-50	50 cents
10 Squares per seat	

<u>Player/Banker:</u>	
Min. Limit \$5	\$1



# RULES FOR DOUBLE HAND POKER

PAIGOW RULES FOR MORTIMER'S CARD ROOM, MARINA, CA

## CONTENTS:

GAME DESCRIPTION  
METHOD OF PLAY  
RULES

**DOUBLE HAND POKER** is played with a standard 52 card deck with one Joker added, **making** 53. Each Player is dealt seven cards **from** which they form two hands; a two-carded and a five carded hand, Traditional **Poker rankings** are used to determine winners.

When Players' hands are compared to the Designated Player's **hands-both** hands must be of higher **ranking** to **win**. If both are of **the** same or of lower **ranking**: the Designated Player **wins**. If one hand is lower and one higher 'i t is a "push" and neither win.

Play rotates clockwise. Each Player has the option: 1. to be the Designated Player for two consecutive hands; 2. for only one hand then pass that privilege; or 3. refuse t h e option entirely, in which case it is offered to the next Player.

**As** in many other **games** , several Players may wager on **the** same hand, frequently called **"back betting"**.

## METHOD OF PLAY

- \* Players **make** a bet
- \* The Dealer deals seven piles of cards of seven each, in turn, in **rotation** in the **middle** of the table
- \* The Designated Player selects which pile will be **distrib-**uted to the **f i r s t** player (who is randomly selected in the next step). The Dealer identifies the hand by **placing** a "button" **marked** "ACTION".
- \* The **Designated** Player **shakes** a **dice** cup containing three standard dice. **The sum** of the dice indicates to which seat **the** first **pile** of **seven** cards (identified in the previous step) **will** be **distributed**,
- \* Each pile of **seven** cards are distributed to each seat **at** **the** table, Cards distributed to **seats** without a wager are collected by the Dealer-

- \* **Players form two hands. a two-carded and a five-carded hand**
- \* **When all Players' hands have been "set", the Dealer exposes the Designated Player's hand. and sets it according to the Designated Player's instructions**
- \* **Each Player's hands are compared to the Designated Player's hands to determine the winner according to the criteria in the above paragraphs.**
- \* **Bets are collected and paid only to the extent the Designated Player's money is in action.**

*Example: The Designated Player has \$200 wagered. The first Player had \$60 bet and lost. The Player's bet and \$60 from the Dealer \$200 are returned to the DP and that money is now "in action". The DP now has \$140 left in action. The next Player bet \$60 and won. That bet and \$60 from the DP's remaining bet is returned to the winning Player. There has been \$120 of the DP's bet removed from action, leaving \$80 for continued action. The process continues until the DP's bet has been exhausted, or all bets have been settled. Any money bet by the DP which has not received action is returned.*

## RULES

1. **The House does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against, or makes a wager against The House .**
2. **Time collection is taken in advance for each bet. You must have a full minimum bet after paying collection**
3. **Each table has a spread limit defining the minimum and maximum amounts that may be wagered in each spot**
4. **You must bet at least the table minimum, Less than minimum bets will receive action, but will not be tolerated**
5. **Any amounts over the maximum table limit will receive no action.**
6. **The Designated Player is allowed to cover all individual bets provided each bet does not exceed the maximum bet limit established by the Marina Cardroom Ordinance,**

7. "Kum - Kum" bets will ~~be~~ paid off and/or collected as one bet.
8. Players who choose to bet "Kum-Kum" must each wager at least the minimum bet **permitted** at the table.
9. Players who bet "**Kum-Kum**" do so **at** their own **risk**. The house will not hold up action or **be** responsible for **settling** disputes that arise from "Kum - Kum" **bets**.
10. **All** action goes clockwise, starting with the action button.
11. **All** cash must be changed **to** chips before the action **will** be accepted  
*All* bets will be paid off with chips.
12. The Player who controls the seat is the active Player for that position and the only one allowed **to** handle the cards, The active Player **also** has the final say on how the hand is **set**.
13. No Player is allowed to pick-up any hand out of sequence. The Dealer **will** be instructed **to** push the hand to the Player and then to replace the hand in it's proper position.
14. Backline Players may participate in the play of the hand. If the active Player and Backline Players(s) disagree over the play of the **hand** the seated player makes the final decision.
15. Anyone making a backline wager must notify the seated Player that he has done so. **In** the absence of a notification, the seated Player could have claim to **all** the money wagered.
16. In the Designated player position, the largest wager in action **makes** the final decision on any disagreement on the play of the hand.
17. The Designated Player may allow any person to snake the dice; except a Mortimer employee on **duty**.
18. Once the Dealer has announced "no more **bets**" and opened the dice **cup**, no one may change his wager.  
PENALTY. Possible forfeiture of wager to the extent money covers. exclusion from premises, and subject to prosecution.
19. The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand (cutting cards, selection of action pile. shaking of dice, and giving an opinion on the setting of the Designated Player's hand are all examples of INFLUENCE.
20. The Dealer is **not** allowed to pay collection for any Player.
21. The Designated Player's hand will not be opened until **all** hands have been set. "House way" hands **will** be set before the **Designated** Player's hand is opened.
22. All Players must put the entire wager in the spot before the dice are exposed by the Dealer. Only money in the squares plays. **Stating** "money covers" or other call bet is NOT acceptable.

23. If the **Designated Player's** hand is accidentally **exposed** **before** all **hands** are set, the **unset** hands will be **set "house way"**.
24. Any active Player is entitled to ask the Dealer the amount of the Designated Player's wager, to the extent **that** it affects the play of his hand.
25. No side bets or proposition **bets** are allowed-
26. Any Player wagering on a spot the previous hand has the option of **being** the Designated Player there on **the** next hand (**in** turn). If there was no wager on the previous hand, no one may be the Designated Player on that spot
27. **A** Player may not surrender his hand.
28. Any attempts to switch, **pass**, hold out **cards**, or **any** other illegal actions will cause a **hand** to be foul **and** the forfeiture of that wager to the extent that money covers. **Any** Player(s) involved in such actions **will** be excluded **from** the premises **and** may be subject to prosecution.
29. **Any** Player removing a losing bet will be subject to pay the **maximum** bet amount if the **size** of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
30. A Player who removes a winning wager from the betting spot may be paid the **minimum bet** (to the extent that money covers) if the correct amount of the wager cannot be determined.
31. *All* Players are forbidden to show or **discuss** their **hands** **with** **any** Player involved in another active hand,
32. A Player may see one hand only, regardless of the number of hands on which he **has** wagered,
33. The Joker may be used as an **Ace** or to complete a **straight** or as the highest unmatched card in a **flush**.
34. A misdeal will be declared if (a) a Joker or Ace **is** boxed or exposed, or (b) if two or more cards **are boxed** or exposed,
35. **All FOUL hands** are considered losing **hands**,
36. A Player **has** a **FOUL** hand if:
- (a) The two-card front hand is stronger than the five-card back hand, or
  - (b) The Player does not have **exactly two cards** in the **front** hand, or
  - (c) The Player does not have **exactly** five cards in the **back** hand, or

- (d) **The Player** does not protect this hand and **it comes** in **contact** with other cards.
- (e) The FRONT hand is defined as the one containing two cards; the BACK hand is defined as the one containing **five** cards, regardless of where the hands are eventually positioned.

- 37. **A** boxed or exposed card on the deal will be replaced after the deal is finished by the first of the remaining four cards.
- 38. Players are responsible for the **final setting** of their hands. When a Player requests assistance on the setting of a hand by **the** house dealer the hand will be set "house way".
- 39. Any "house way" hand improperly set by **the** Dealer will be reset by management, if it can be retrieved intact.
- 40. The Dealer cannot allow the Designated Player to set his hand foul, it will be reset the "house way" by management and play will continue.
- 41. After the Dealer has dealt out the seven piles of cards, the stub of the deck must have four cards remaining. If the stub of the deck has more or less than four cards there will be no action and all hands **will** be redealt
- 42. The Dealer must get the Designated Player's instruction, with obvious gesture before opening the **first** Player's hand.
- 43. The **House** will not be responsible for **any** hand that is "ok'ed" for action by the Designated Player.
- 44. Once the first Player's hand is exposed, the Designated Player may not reset his hand. (Defer to **Rules #41 and #44.**)
- 45. Only the Designated Player may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of designated Players.
- 46. When two identical **cards are** turned up, **that hand** will be declared a misdeal. **All** previous hands will stand as played.
- 47. **A** hand that has been misread by the dealer **will** play at true value if it can be retrieved intact
- 48. **"COPY"**: If a Player's front hand has **the** same value as the Designated Player's front hand, it is called a "copy". **The Designated** Player's front hand is then considered the winner. **The same "copy"** rule is applied to the back hand.
- 49. A Player is allowed to "hold" a seat for up to one (1) **hour**. When time is up, chips will be removed and seat forfeited.

# Double Hand Poker

The Mortimer Way

HAND	HOW TO PLAY	EXAMPLE
NO PAIR	Put 2nd & 3rd highest cards in front.	K♥ Q→ A 10♥ 7 2♠ 8
ONE PAIR	Put pair in back, highest two other cards in front.	Q J♥ 10♠ 10→ 8♠ 6→ 3→
TWO PAIR Big Pair is A's, K's, Q's	Put small pair in front.	8 8♥ Q♥ Q→ 9→ 7→ 3♠
TWO PAIR Big Pair is J's, 10's, 9's	Put both pairs in back if you can put a A or Joker in front, otherwise split.	A→ 5♠ 10♠ 10→ 6♥ 6 3♠ 8♠ 8→ 9 9♠ Q♥ 7 3♠
TWO PAIR Big Pair is 8's, 7's, 6's	Put both pairs in back if you can put a king of higher in front, otherwise split.	K 9 7 7♠ 4♥ 4→ J 4♥ 4→ 7 7♠ Q♠ 9 3
TWO PAIR Big Pair is 5's, 4's, 3's	Put both pair in back if you can put a Queen of higher in front, otherwise split.	Q 10→ 5 5→ 2 2→ 8♥ 2 2→ 5 5→ J 10→ 8♥
THREE PAIR	Put high pair in front.	10→ 10♠ 9 9♠ 5→ 5♥ 3→
THREE of a KIND -ACES-	Put an Ace and next high card in front.	A→ Q A♥ A→ 9 8 2♠
KINGS & BELOW	Put three of a kind in back, two highest other cards in front.	Q→ 9 K♥ K→ K♠ 7♠ 2→
TWO SETS	Put pair from higher set in front.	K→ K♥ 6♥ 6 6♠ K 9→

# Double Hand Poker

The MortimerWay

HAND	HOW TO PLAY	EXAMPLE
<b>STRAIGHT FLUSH</b> With no pair	Put the two highest cards in the front that will leave any complete hand in back.	8♠ 7 6♥ 5 4→ 3♠ 2→
<b>STRAIGHT FLUSH</b> With one pair	Put highest possible two cards (pair or no pair) in front that will leave any complete hand in back.	K♠ Q♥ Q→ J♥ 10 9 8♠ 3 3♥ A♠ K♥ Q♥ J→ 10♠
<b>STRAIGHT FLUSH</b> With two pair	Play according to two pair strategy.	3♠ 3♥ 6→ 6 5♥ 4♠ 2→
<b>STRAIGHT FLUSH</b> With three of a kind	Put complete hand in back, pair in front.	9→ 9 9♠ 8♥ 7→ 6 5♠
<b>FULL HOUSE</b>	Put highest possible pair in front.	9 9♥ 5♥ 5♠ 5 9♠ 4♠ A♠ A♥ 4 4→ 4♥ A 6♥
<b>FOUR of a KIND</b> A's, K's, Q's	Play four of a kind in back if you can put at least a pair in front, otherwise split.	Q→ Q Q♥ Q♠ A♠ K→ 4♥
<b>FOUR of a KIND</b> J's, 10's, 9's	Play four of a kind in back if you can put at least a King in front, otherwise split.	K♠ J 10→ 10 10♥ 10♠ 7♠ 10♥ 10 10→ 10♠ 8→ 3♠ 2♥
<b>FOUR of a KIND</b> 8's, 7's, 6's	Play four of a kind in back if you can put at least a Queen in front, otherwise split.	Q→ 10♠ 7 7→ 7♥ 7♠ 2→ 7 7→ 7♥ 7♠ 10 9→ 2→
<b>FOUR of a KIND</b> 5's & Below	Never Split.	K Q→ 4 4→ 4♥ 4♠ 7→
<b>FIVE ACES</b>	Put pair of Aces in front.	A A→ A♥ A♠ J♠ 8→ 3♠

## **PAIGOW**

**Minimum and Maximum Bets, Fee Collection.** Pai Gow minimum bet is \$10 per square, maximum bet is \$1 00 per square. All such bets are charged a fee of \$1 per bet. There is no fee increase or decrease based on account of the number of players or the amount wagered.



## Rules of Play - Texas Hold'em

1. Object of the Game: The highest-ranking hand wins the pot. The dealer button rotates clockwise after each hand.
2. The game is played with a standard deck of 52 cards (no Joker).
3. The deck consists of four suits: Spades, Hearts, Diamonds, Clubs.
4. The suits are all of equal value. Each suit has 13 cards. Ranking from highest to lowest are: Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, and Ace = 1.  
*Note:* An Ace may be played high or low for a 5-card straight.  
*Example:* A-2-3-4-5 = Low Straight 10-J-Q-K-A = High Straight
5. Rank of Hands: Royal Flush, Straight Flush, Four of a Kind, Full House, Flush, Straight, Three of a Kind, Two Pair, One Pair, High Card.
6. The Play: Hold'em is played with a flat disc called the dealer button. The player with the button is last to receive cards on the deal.
7. The two players to the left of the dealer button post blinds before any cards are dealt. The blinds are live and count as part of the players' bets.
8. All players are dealt two down cards (hole cards) as their initial starting hands. There is a round of betting. The action starts with the first player in front of the big blind.
9. All players have the right to throw their hand away, call the big blind, or raise the pot. The action goes clockwise.
10. Three board cards (called the flop) are now turned face up at once in the center of the table, and another round of betting occurs.
11. The action now starts with the first active player in front of the button. The next two board cards are turned face up (the turn and the river) one at a time with a round of betting after each card.
12. The five board cards are community cards and shared by all active players at the table.
13. A player may choose any combination from the 7 total cards to make a 5-card hand.  
*Example:* The players may play the 5 cards on the board or use 1 card from their hand and 4 cards on the board or use both cards from their hand and 3 cards from the board.
14. A bet and 3 raises are allowed.
15. Check and raise are permitted.

The winner of each game is determined by rating the hands using poker combinations; the player with the hand that, in combination with the common cards, has the highest value wins.

The size of the bets range from two to 12 dollars at each level of betting, with a maximum of four raises allowed at each level of play, except that if only two players are left in a game, the number of possible raises is unlimited.

Mortimer's Card Room provides house dealers for all games but does not participate in the actual play of the game and has no interest in the outcome of play. No player ever plays against or makes a wager against Mortimer's Card Room.

## OBJECT OF THE GAME

The object of Pure 21.5 Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total of 21.5 by getting Bonus Card and an Ace on the initial two cards dealt. This hand pays 3 to 2.
- Get as close to 21.5 as possible, without going over.
- Draw additional cards if needed.

## VALUE OF THE CARDS

A fifty-two card deck with aces through nines (the standard spades, hearts, clubs, and diamonds) and sixteen "Bonus" cards (four "King" bonus cards, four "Queen" bonus cards, four "Jack" bonus cards, and four "10" bonus cards) is used in the play of the game. The games can be played with a minimum of one (1) and a maximum of eight (8) decks.

- A "BONUS" card and an Ace, on the initial deal, is the best possible hand. It is known as a PURE 21.5 BLACKJACK and pays 3 to 2.
- A "BONUS" card dealt with any other card is worth 10 and is added to the other card(s) point total.
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.
- "BONUS" cards have a value of 10 unless dealt with an ace on the initial deal.

## RANKING CHART

CARD	VALUE
BONUS*	10 or 10.5 when dealt w/an ace
Ace	1 or 11
Two	2

Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9

\* Bonus card is worth 10, except when dealt with an Ace on the first two cards of the initial deal, whereupon, it will be worth 10.5 and the hand a Pure 21.5 Blackjack.

## **ROUND OF PLAY**

1. Pure 21.5 Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are the standard blackjack tables commonly used in the casino industry. The casino dealer stands opposite the players, and in the center of the table. The casino dealer's chip tray is set in front of the dealer. The play starts from the right of the dealer and proceeds in a clockwise fashion.
2. The game uses a 52-card deck with aces through nines (the standard spades, hearts, clubs and diamonds) and 16 bonus cards (four of each "king", "queen", "jack" and "ten"). The game is played with a minimum of a single deck, totaling 52 cards and to a maximum of eight decks totaling 424 cards.
3. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed the collection fee for the players and Player/Dealer will also be displayed. A maximum of three collection rates is allowed in compliance with the California Penal Code.
4. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in a betting circle in front of their seat. That money will be used to pay the winners and will set the amount that he/she can collect for the losers. The casino

will place a button in front of the Player/Dealer, which designates that they are taking the "bank position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his/her betting circle.

5. Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
6. Once the Player/Dealer has posted the amount of money, he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished before the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
7. After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are face up, with the exception of the Player/Dealer's second card, which will remain "face down" until all players have acted on their hands. The casino dealer is the only person on the table allowed to touch the cards. The players will signal the dealer with hand gestures that indicate whether they wish to hit or stand. The hand signals will be consistent with the industry standard signals of a sweeping motion towards a player's body, indicating a hit, or a side to side hand motion, indicating the desire to stand. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise manner. Each player will be dealt one card face up with the Player/Dealer receiving the last card. The Player/Dealer's cards will be placed in front of the casino dealer.
8. The casino dealer will deal a second card to the players in the same order noted above. The players are given an opportunity, starting with the player seated to the left of the Player/Dealer, to be dealt additional cards to make the best possible hand. (Rules and procedures for splitting, doubling down, and surrendering will be outlined later)

9. Players must follow the below listed **Charts 1A and 1B** in deciding whether to hit or stand on a particular hand.
10. After all players have acted on their hands and indicated to the casino dealer that they do not want or cannot receive additional cards, the Player/Dealer's down card will be turned up. This down card will determine where the "action button" is placed.
11. The "action button" determines where the action starts and who will be first to be paid for their winning hand or lose their wager. The action button is placed based on the numerical value of the Player/Dealer's down card. A chart (**Diagram #1**) outlining the placement of the action button follows.
12. The Player/Dealer's hand will then be completed according to the rules listed on **Chart 1B**. Once the Player/Dealer's hand is completed, the payoff and/or collection of wagers will begin in the seat designated by the action button and continue in a clockwise manner until all wagers have been acted on.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action given to the affected players by the casino or the Player/Dealer.
14. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted below. See **Diagram #2**

## Seven Handed Table

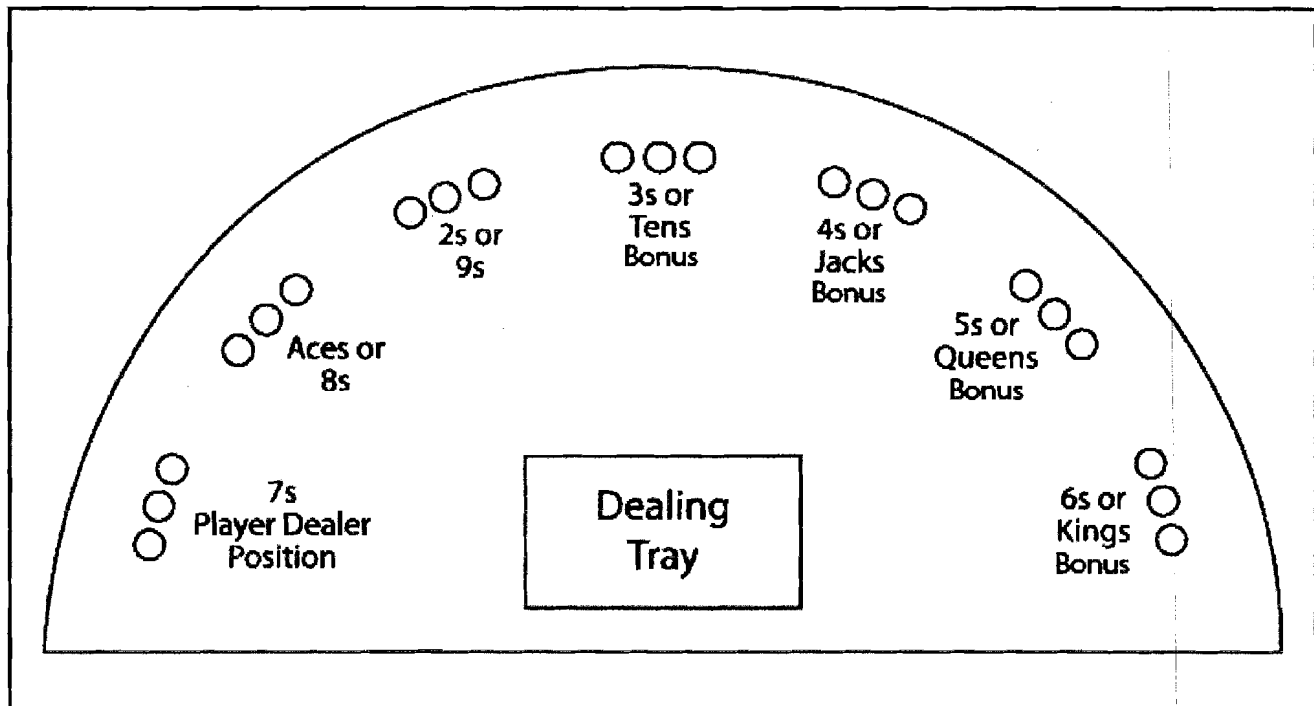


DIAGRAM #1A

## Eight Handed Table

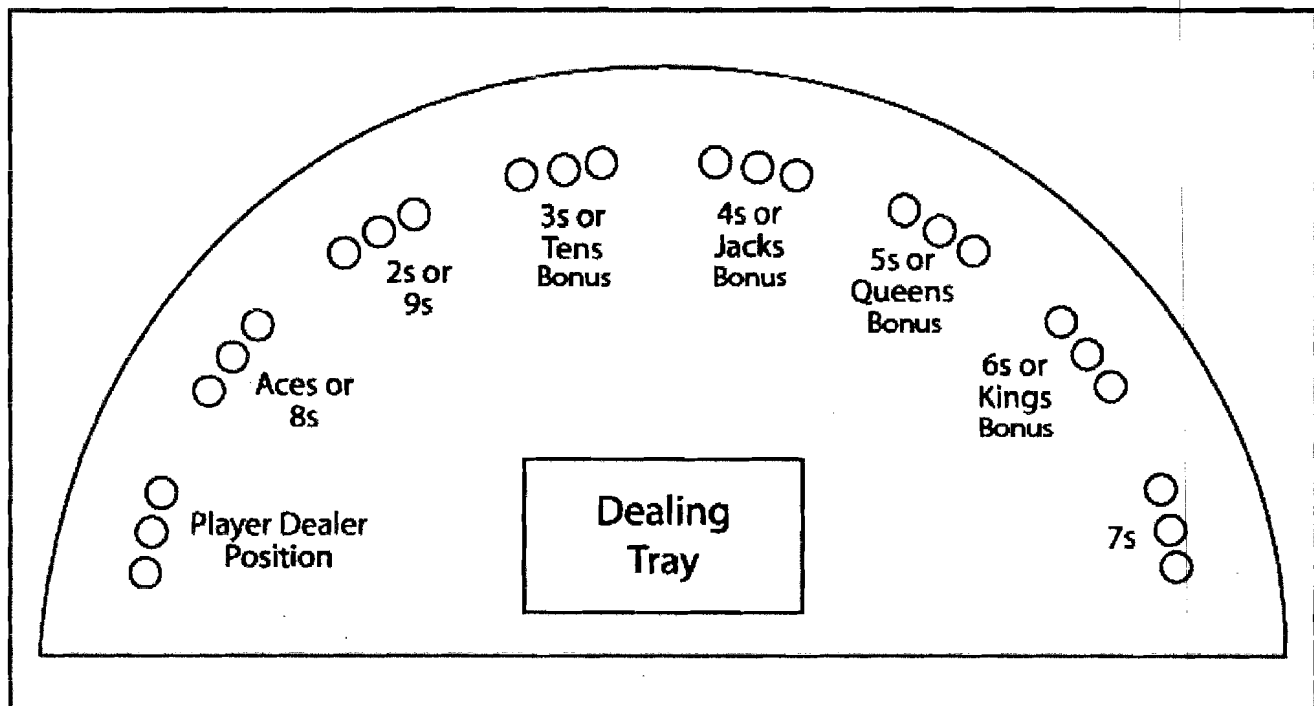
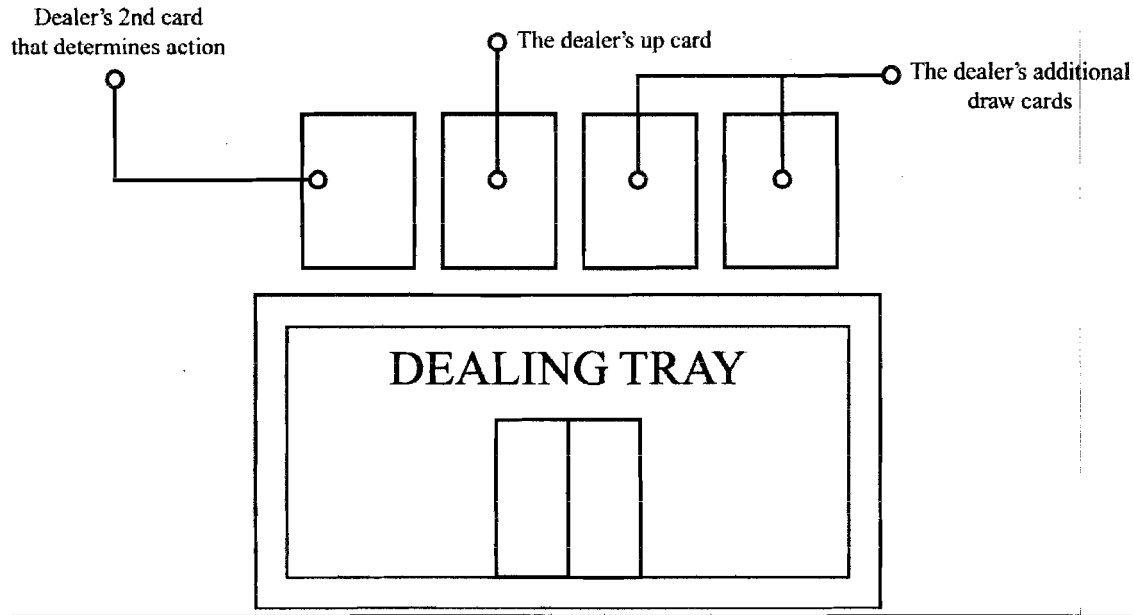


DIAGRAM #1B

## DIAGRAM #2



15. After all wagers are settled, the cards are collected and discarded. The bank button is changed from 1st Bank to 2nd Bank and after every two hands, the Player/Dealer position is rotated in a clockwise fashion around the table.
16. The next round of play begins when the casino dealer collects all the cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clockwise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

## CHART 1A PLAYER OPTIONS

**Must Stand on**

**Must Hit on**

**Have Option on**

**Hard 19 or more**

**Hard 11 or less**

**All other counts**

(may split two Bonus Cards)

## **CHART 1B PLAYER/DEALER OPTIONS**

<b><u>Must Stand on</u></b>	<b><u>Must Hit on</u></b>	<b><u>Have Option on</u></b>
<b>Hard 17 or more</b>	<b>Soft 17 or less</b>	<b>None</b>

## **GAME RULES**

1. A PURE 21.5 BLACKJACK (an Ace and a Bonus card) is the best possible hand. If the player and the Player/Dealer's hand are both PURE 21.5 BLACKJACK the hand is a push or tie, and no action is taken on the wager.
2. If the Player/Dealer does not have a Pure 21.5 Blackjack, the Players will be given the option to draw to improve their hands, in accordance with Chart 1A above. The Player/Dealer's down card will be checked, by the casino dealer for a "Pure 21.5 Blackjack" when the Player/Dealer's first or up card is an Ace or Bonus Card.
3. After all Players have been given a chance to act on their hands, the Player/Dealers hand will be completed in accordance with Chart 1B.
4. If a Player's total is less than a "Pure 21.5 Blackjack" and the Player/Dealer's total is more than a "Pure 21.5 Blackjack", the Player wins the hand.
5. If a Player's total is more than a "Pure 21.5 Blackjack" and the Player/Dealer's total is less than a "Pure 21.5 Blackjack", the Player loses the hand.
6. If a Player and the Player/Dealer have the same total and it is less than a "Pure 21.5 Blackjack", the hand is a push or tie. No action is taken on the wager.



7. If a Player's total and the Player/Dealer's total are less than a "Pure 21.5 Blackjack", the hand closest to a "Pure 21.5 Blackjack" will win.
8. If a Player's total and the Player/Dealer's total are more than a "Pure 21.5 Blackjack", the following will apply:
  - a) If the Player/Dealer's hand is 888 (three eights) all Players whose total is more than 21.5 Push
  - b) If the Player/Dealer's hand is not 888 (three eights) all Players whose total is more than 21.5 Lose
9. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
10. All collection fees will be collected by the casino dealer, prior to the start of play. Collection fees will be determined by the casino and can be up to three separate rates per game.
11. All collection rates and wagering limits will be posted at the table. They will not be based on any percentage.
12. Backline betting is allowed; subject to local ordinance or code.
13. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code, are permitted to play.

## **DOUBLE-DOWN, SPLIT, AND SURRENDER**

1. Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the player's original wager. The player will only receive one additional card, regardless of the total. Doubling down for less is allowed.
2. Players can split any pair or two BONUS cards. The player must place a second wager equal to the original wager. The player may draw as many cards as desired per split card. When splitting two Aces, the player only

receives one additional card per ace. There is no splitting for less.

3. A maximum of three splits is allowed per hand.
4. Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate their desire to surrender before the Player/Dealer's down card is exposed. Their play for the hand will then cease.
5. The casino will take no extra collection fee on double downs or splits from the player or Player/Dealer.
6. All payoffs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table before the start of the hand.

## **OPTIONS**

The following options are available for individual casinos to cater to the needs of their customers:

### **Pure 21.5 Blackjack Payoff Options**

**6 to 5 Option** – Pure 21.5 Blackjack pays 6 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

**7 to 5 Option** – Pure 21.5 Blackjack pays 7 to 5 when dealt to a Player. A Pure 21.5 Blackjack consists of an Ace and a Bonus card on the initial two cards dealt to a Player.

**Insurance-** If the Player/Dealer's upcard is an Ace, all Players will have the option to place separate "insurance" wager. They are wagering that the Player/Dealer's undercard is a Bonus card giving the Player/Dealer a Pure 21.5 Blackjack. Winning Insurance wagers pay 2 to 1. Insurance wagers may be equal to no more than  $\frac{1}{2}$  of a Player's original wager. Insurance may not be offered in casinos where Pure 21.5 Blackjacks pay 6/5 or 7/5.

**Even Money-** In conjunction with offering insurance, when the Player/Dealer's upcard is an Ace, Players that have a Pure 21.5 Blackjack (an Ace and a Bonus Card) may opt to take even money on their wagers before the Player/Dealer's undercard is checked for a Bonus Card. The Player is actually making an insurance wager equal to  $\frac{1}{2}$  of the original wager. If the Player/Dealer has a Bonus card as the undercard (a Pure 21.5 Blackjack), the Player wins the insurance bet (a wager equal to  $\frac{1}{2}$  of the original wager that pays 2 to 1) and pushes on the original wager. If the Player/Dealer does not have a Bonus Card as the undercard, the Player will lose the insurance bet and is paid 3 to 2 (for the Pure 21.5 Blackjack) on the original wager. The result in each case is the same as the Player wins an amount equal to the original wager (even money).

**Player/Dealer 888 Option-** If the Player/Dealer's hand is 888 (three eights), all Players who have a total exceeding 21.5 **win**. (The option currently being offered is the same as this one, except all Players exceeding 21.5 **push**).

**Player/Dealer 888 Bonus or Jackpot-** Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 (three eights). Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Player/Dealer Same Color 888 Bonus or Jackpot-** Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is 888 of one color (three eights of one color). Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Player/Dealer Suited 888 Bonus or Jackpot-** Casinos could offer a Bonus or Jackpot to be paid when the Player/Dealer's hand is a suited 888 (three eights all the same suit). Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Suited 777, Suited 678, and Unsuited 777-** Casinos could offer Bonuses to Players that have hands that consist of three suited sevens, three unsuited sevens, and a six, seven, and eight of the same suit. Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Same color 777 and same color 678-** Casinos could offer Bonuses to Players that have hands that consist of three sevens of the same color and also a six, seven, and eight of the same color. Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Seven Card Charlies-** Casinos could offer Bonuses to Players that have hands that contain seven or more cards that total less than 21.5. Each individual casino will decide collection fees, distribution percentages, and funding methods.

**Bonuses or Jackpots for Two, Three, Four, Five, or more Pure 21.5 Blackjacks in a row-** Casinos could offer Bonuses or Jackpots to Players that have a Pure 21.5 Blackjack on consecutive hands. Payoffs could increase as the number of consecutive hands increases. Each individual casino will decide collection fees, distribution percentages, and funding methods.

## LEGAL

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of *OLIVER V. COUNTY OF LOS ANGELES* (1988) 66 Cal. App. 4<sup>th</sup> 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

PROPERTY OF TXB INDUSTRIES Inc.  
PATENT PENDING  
ALL RIGHTS RESERVED

**MORTIMER'S CARD ROOM  
PURE 21.5 BLACKJACK  
COLLECTION FEES**

<b>Table Limit</b>	<b>All Action on Table</b>	<b>Player/Dealer Fee Per Hand</b>	<b>Player Fee</b>
<b>\$2 Minimum Wager</b>	Less than \$20	None	<b>\$0</b>
	\$21 - \$149	\$.50	
	\$150 or more	\$2.00	
<b>\$5 Minimum Wager</b>	\$5 - \$99	\$.50	<b>\$0</b>
	\$100 - \$399	\$2.00	
	\$400 or more	\$3.00	
<b>\$10 Minimum Wager</b>	\$10 - \$49	\$.50	<b>\$0</b>
	\$50 - \$399	\$2.50	
	\$400 or more	\$4.00	
<b>\$100 Minimum Wager</b>	\$100 - \$499	\$2.00	<b>\$0</b>
	\$500 - \$999	\$5.00	
	\$1,000 or more	\$10.00	